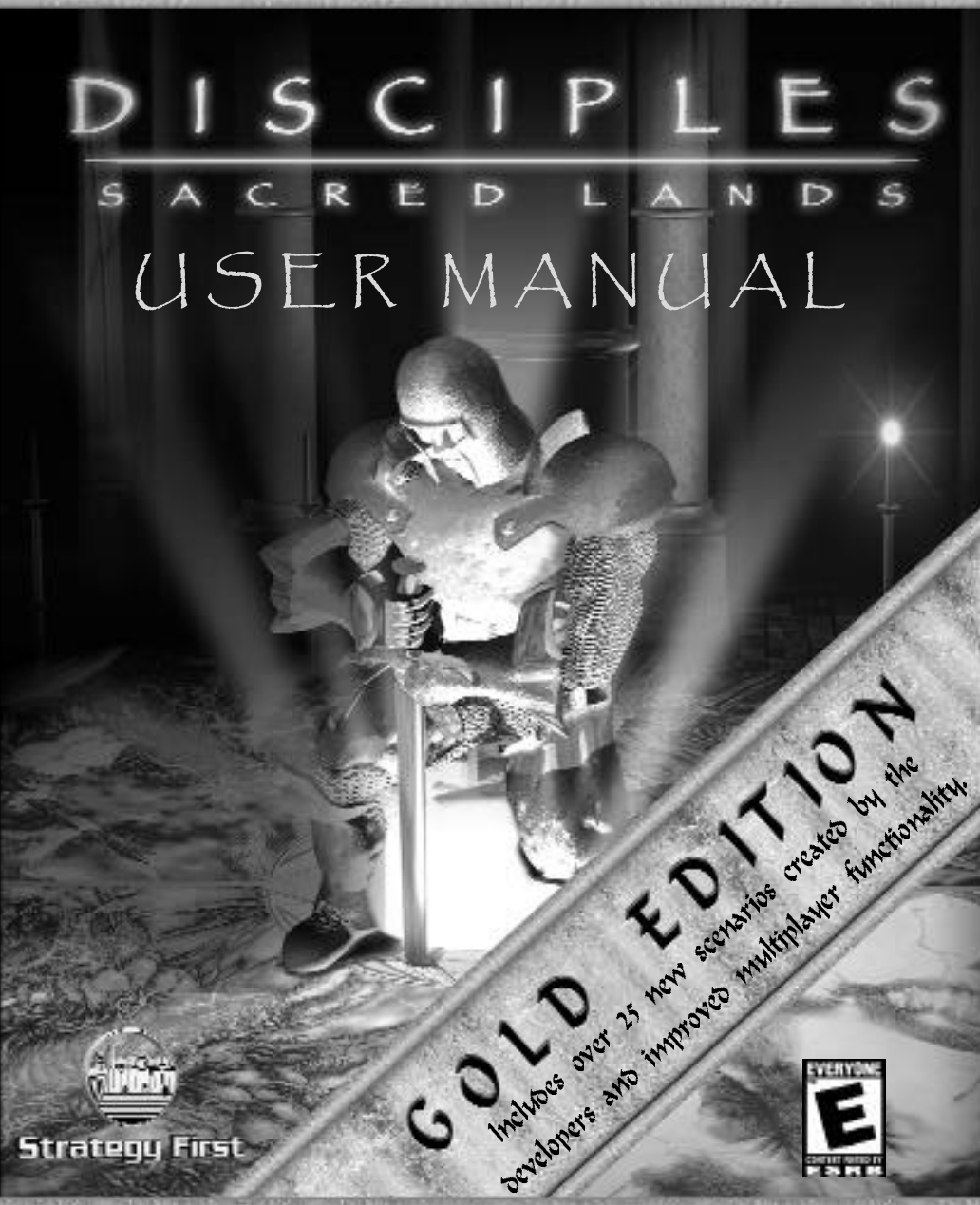
DISCIPLES

SACRED LANDS

USER MANUAL



Turn-Based Strategy

Windows® 95/98 PC CD-ROM

Technical Support

Should you experience a technical problem concerning the operation of this product, please contact our technical support staff. Before you call, please read the README.TXT file on the Disciples Gold: Sacred Lands CD to see any last minute recommendations pertinent to your problem. Also, check out the Support page on our web site listed below. When you call, please be at your computer and have the following information available :

• Computer make and model, • Windows version, • Total system RAM, • Total Hard Drive space, • Video card make and model.

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This Booklet is to be used as a reference, for detailed information on the operation of this game, please refer to the electronic manual on the CD. The Manual is located in the "Manual" folder found in the root directory of the game CD.

A Time of War

"The mighty Lords have foreseen a struggle for supremacy drawing near; their Disciples stand ready for battle, a conflict that will undoubtedly embrace death, agony and fear. The pains and labors of every stroke of a sword, each blast of fiery magic, must be endured beyond exhaustion. For once the clouds of destruction have cleared, lands will have been transformed, strength will be found in the coming of powerful new armies, hardened with experience and callous to the cheers of liberated citizens. Only true champions will stand against the storm of enemies before them, wielding the tomes and artifacts of their fallen ancestors, the Disciples must endure hardship, claiming victory for their leader, lord of the realm."

Disciples gold: Sacred Lands

Disciples gold: Sacred Lands is a turn-based strategy game depicting the struggle of four races - The Empire, the Mountain Clans, the Undead Hordes, or the Legions of the Damned - for the survival and dominance of their war-torn world. Gamers control one of the races as they guide them through the chapters of the Saga, developing powerful Mages and Warriors, discovering ancient artifacts and Scrolls, and leading parties of intriguing units in battles of sword and sorcery.

Installation

Install the software using these easy steps:

1. Launch Windows '95 or '98.
2. Insert the Disciples gold: Sacred Lands CD in your CD-ROM drive.
3. The installation program should appear onscreen automatically. If it doesn't, double- click on the setup program on the CD-ROM.
4. Choose the right configuration for your system and click OK. The higher the installation level, the more space the game will take up on your hard disk. However, you gain quicker access to game menus.
5. When installation is complete, click "Play." Next, you need only select Disciples gold: Sacred Lands in the Windows '95/'98 Start Menu to launch Disciples gold: Sacred Lands.

System Specifications

Minimum Configuration

Windows 95/98
Pentium 166 MHz
32 Mb RAM
200 Mb hard disk space
DirectX 6.0
16-bit sound card
CD-ROM drive quad speed or more

Recommended Configuration

Pentium 200 MHz
32 Mb RAM
400 Mb hard disk space
DirectX 6.0
16-bit sound card
CD-ROM drive quad speed or more

• Main Menu

The main menu consists of four sub-menus. Each is described below.

Single Player: Click on Single Player if you want to play against the computer. This whisks you to the Single Player menu.
Multiplayer: Click Multiplayer if you wish to compete against other folks such as yourself. This takes you to the Multiplayer menu.
Intro: Select Intro if you wish to see the Full Motion Animation (FMA) Introduction to the game. Once the FMA runs, you'll return to the Main Menu.
Credits: Choose credits to view the fine folks who built Disciples from the ground up.
Quit: Clicking Quit exits Disciples gold: Sacred Lands.

• Single Player Menu

From the Single Player menu, you may choose the type of Disciples game you wish to play. The Single Player menu consists of five sub-menus. Each is described below.

New Saga

Selecting New Saga begins the tale of Disciples. You will play a series of linked quests culminating in ultimate victory or abject defeat.

Once you select New Saga, the Race Selection screen will slide into place. You may play one of four races: The Empire, the Legions of the Damned, the Undead Hordes, and the Mountain Clans. Each race has a unique set of spells, warriors, creatures, and artifacts that it may acquire. Change the currently selected race by clicking in either the upper right or left-hand corners of the screen. Accept the currently selected race by clicking the checkmark in the lower center of the screen.

After selecting your race, the Choose Lord Type screen will sweep into view. There are three Lord types:

Warrior Lord: Warrior Lords are strong fighters. Their parties regenerate 15% of their damage each day. Conversely, Warrior Lords cannot learn spells above the fourth level. Warrior Lords may cast one of EACH spell per day and as many DIFFERENT spells as their Mana reserve will allow.

Mage Lord: Mage Lords possess strong magic, but their parties only regenerate in cities. Mage Lords can research all spells and cast two of EACH spell per day and as many DIFFERENT spells as their Mana reserve will allow. Additionally, it costs Mage Lords 50% less Mana to research spells.

Guildmaster Lord: Like the Warrior Lord, the Guildmaster Lord cannot learn spells above the fourth level, nor may they cast more than one of EACH spell per day. They may cast as many DIFFERENT spells as their Mana reserve will allow, and their Thieves are more versatile that those of the other Lords.

You may change types by clicking on the window to the left of the Lord's portrait. You may change the game's difficulty by clicking on the window to the right of the portrait. To change the portrait, click on it. Clicking the "X" in the lower left-hand corner of the screen returns you to the Main menu, while clicking the "4" moves you along your path to gaming glory.

Load Saga
Choosing Load Saga from the Single Player menu shoots you over to a list of your currently saved Sagas (i.e. games). You may double click a Saga to play, or highlight the Saga and click on the "4". Clicking on "X" returns you to the Main Menu.

New Quest
New Quest directs you to the list of pre-made Disciples gold: Scared Lands' scenarios. A scenario is a single mission with specific objectives. The results of one Quest have no affect on the next Quest chosen. Clicking on a scenario displays a brief description at the bottom of the screen and a pictorial representation of which races are vying for victory in the Quest.

Also shown in the lower right-hand corner of the screen is the size of the map for the selected Quest. In general, the larger the map, the longer the Quest.

You may double click a scenario to play, or highlight the scenario and click on the "4". Clicking on "X" returns you to the Main Menu.

Load Quest
Choosing Load Quest from the Single Player menu takes you to a list of your currently saved Quests (i.e. scenarios). You may double click a Quest to play or highlight the Quest and click on the "4". Clicking on "X" returns you to the Main Menu.

• Multiplayer Menu
Playing Disciples gold: Sacred Land's campaigns are great fun, as are the Quests. But there is nothing that quite matches the thrill of going head to head against the grocer-wizard down the block. This section describes how to do just that in multiplayer Disciples.

From the Main menu select Multiplayer. There are four connections to choose from. Each is discussed in greater detail below.

Internet TCP/IP Connection for Direct Play
This connection supports Internet play. Selecting the connection reveals the Multiplayer Options screen. The following is a description of the options displayed on the Multiplayer Options screen.

Host: Select Host if you wish to host the game. Selecting this option will slide the Quest Selection in place. This screen is similar to the screen described in the New Quest section of the manual. Highlight the Quest you wish to play and click on the "v".

Join: Selecting join will prompt the game to ask for the Computer Name or Internet Protocol (IP) address of the game that you wish to join. The IP address is a series of numbers punctuated by periods. 166.01.02.1 is an example. This address changes each time you log onto the Internet. The Host you wish to connect with must send you this address prior to the game. Enter the IP in the space provided. (You can display your current IP address by double-clicking on the WINIPCFG.exe program located in your Windows directory.)

Load Game: Selecting Load Game discloses a list of saved multiplayer games. Highlight the Quest you wish to play and click on the "v".

Back: Choosing Back returns you to the Main Menu.

Modem Connection for Direct Play
Selecting Modem Connection for Direct Play again reveals the Multiplayer Options screen. The results of selecting some of the Multiplayer Options selections are somewhat different.

Host: Select Host if you wish to host the game. Selecting this option will slide the Quest Selection in place. This screen is similar to the screen described in the New Quest section of the manual. Highlight the Quest you wish to play and click on the "PLACE ICON HERE". Hosting the game means that your telephone line is clear to receive your opponent's incoming call.

Join: Selecting join will prompt the game to ask for the phone number of the game that you wish to join. Enter your opponent's modem phone number and click Connect.

Load Game: Selecting Load Game discloses a list of saved multiplayer games. Highlight the Quest you wish to play and click on the v.

Back: Returns you to the Main Menu.

Serial Connection for Direct Play
Selecting Serial Connection for Direct Play takes you to the Multiplayer Options screen. Once again the options you are given are somewhat different. (Note that this type of game requires a direct cable connection between the two computers that wish to participate.)

Host: Select Host if you wish to host the game. Selecting this option will slide the Quest Selection in place. This screen is similar to the screen described in the New Quest section of the manual. Highlight the Quest you wish to play and click on the v.

Join: Selecting join will prompt the game to ask for the Com Port to which the serial connection is hooked up. Identify the port and click Okay.

Load Game: Selecting Load Game discloses a list of saved multiplayer games. Highlight the Quest you wish to play and click on the v.

Back: Choosing Back returns you to the Main Menu.

Inside Multiplayer
Once the multiplayer game is launched be it through TCP/IP, Modem Connection, or Serial Connection, the play is identical to single player Disciples with one exception: the Chat window.

Multiplayer Chat Menu
The top portion in the Multiplayer Chat window displays the chat messages. You may scroll the messages using the arrow keys on the right of the window. Type your message in the smaller area below the chat message display. Press enter, or click the Send button (second from the right) to send your message. Click the X to close the window.

Message Filters
The Multiplayer Chat window includes message filters that allow you to pick which races

to which you wish to send messages. They are (from left to right): The Empire, The Mountain Clans, The Legions of the Damned, The Undead Hordes, and All Races. Clicking on a button, or any combination of buttons, sends your message to those races.

Basic Game Concepts

Although challenging, Disciples gold: Sacred Lands is not difficult to play. Once you have mastered these basic concepts, you'll be swinging swords, flinging arrows, casting spells, and conquering lands like a seasoned warrior.

General Flow of Play
Disciples gold: Sacred Lands is played in turns. Each turn represents a day, and during each, you may explore the landscape with your heroes; erect buildings in your capital; upgrade non-capital cities; research new spells; recruit and manage new heroes and armies; buy and sell artifacts, Scrolls, and potions; and engage in combat. What you chose to do is largely governed by the Quest or Saga objectives.

Movement
Leaders and their parties are moved about the map to explore previously unseen areas by moving into the areas and peeling back the fog (a.k.a. black screen) that covers them, to loot sites and ruins, and to engage in combat. Click on a party to select them. Click on their intended destination. Click again to send them on their way. Right-click to deselect the leader. Movement details can be found in the Game Actions section of the manual.

Combat
After selecting a party, you may send them into combat by placing the cursor over an eligible opponent. The cursor will turn into a sword. If the party has enough movement points remaining, left clicking will advance them into combat. Details are located in the Combat section of the manual. Combat uses half of your leader's movement points. If your leader has movement points remaining after the battle, he or she may continue moving.

Spell Casting and Scroll Usage
Each spell may only be cast once per day from the Main Game, twice per day if you've selected to play as a Mage Lord. Simply click the Cast Spell button, select the spell, and click where (or on whom) you want to cast the spell. Additionally, leaders with the ability to use Scrolls and Staffs may do so. Click the Use Staff or Scroll Spell button, select the Scroll or Spell you wish to use, and then click the target. You may also drag the Staff or Scroll over the leader's portrait in the

Manage Party screen. Details on both actions are found in the Main Game screen section of the User Manual.

Building Construction, City Upgrades, and Spell Research
Buildings may be constructed in your capital. To do so, click the Capital screen button, then the Build Structure button, and then choose the structure to build.

To upgrade your non-capital cities, select them and click the Upgrade City button.
Spell research is consummated at the capital. Select the Capital screen button, and then the Research Spell button, and then choose the spell you wish to research. Details on Building Construction, City Upgrades, and Spell Research may be found in the Main Game screen, and Combat and City Management sections.

Objectives:
Each Quest or Saga chapter has a set of victory conditions, or objectives, that must be met in order to win the Quest or Saga chapter. The objectives are listed below.

Note: A Quest is an individual mission with its own objectives. Once the mission is over, it is over. Nothing accomplished in an individual Quest carries over to the next Quest. The Saga, however, consists of several chapters. Each is similar to a Quest, but link together to tell the complete story of Disciples gold: Sacred Lands. After successfully completing a Saga chapter, Disciples prompts you to choose a hero and three items (artifacts, Scrolls, potions, and banners) that you wish to take into the next chapter.

Destroy: You must destroy (i.e.. eliminate in combat) the designated party.
Capture: You must capture the designated city.
Transform: You must transform the designated percentage of land. Terrain adjacent to your Cities and Rods is automatically transformed each turn. By the same token, terrain next to terrain of your type will subsequently transform.
Loot: You must loot the designated ruin (i.e. occupy and subsequently possess any items in the space).
Capture Enemy Capital City: You may win any Saga chapter or Quest by capturing the enemy capital.

Resources
Nothing in life is free, and that goes for Disciples gold: Sacred Lands. Buildings cost Gold to erect, soldiers cost Gold to hire, and items cost Gold to buy. On the other hand, spells cost Mana to both research and cast. In short, you must nurture your economy, if you hope to win. The following pages explain how the game's economy functions.

Terrain Transformation:
Terrain transformation is a key concept in Disciples. Mana sites and Gold mines both needed to bolster your economy are not captured, per se, but rather controlled. Both sites supply their resources to the Lord who owns the land on which they lie.

Each race has a distinctive terrain type and color. The Empire's is green grass, the Mountain Clans is white snow, the Legion of the Damned spew red lava-rock, and the Undead Hordes scorch the ground black.
Land is transformed in three ways.

1. Land adjacent to a City (including a Capital City) is transformed each turn into the type of land used by the Lord controlling the city. How much land is transformed depends on the level of the city. Higher level Cities transform more land.
2. Land adjacent to transformed land is transformed if not influenced by other factors such as enemy Control or enemy Rods.
3. Land adjacent to Rods is transformed each turn.

Each race has a unique leader unit the Empire's Archangels, The Mountain Clans' Dwarf Champion, the Undead Hordes' Banshee, and the Legion's Baroness that may plant Rods. To do so, select the unit, click the Plant Rod button, select the area on the map where you wish to place the Rod, and click. Note that these units are also the only entities that may remove an enemy Rod.

Each mine or Mana site normally provides 50 units of the depicted commodity. In other

words, a Gold mine produces 50 Gold per day, a Mana site 50 Mana per day. Figure 3 shows an example of a Mana site owned by the Empire. Figure 4 shows an example of an Empire owned Gold mine.

Mountains and water may not be transformed. But you won't find Gold mines or Mana sites in those locations.

Normally, the Empire uses Life Mana (Blue Crystals), The Legions of the Damned use Infernal Mana (Red Crystals), the Mountain Clans use Runestone Mana (White Crystals), and the Undead Hordes use Death Mana (Black Mana). You may, however, find or buy spells indigenous to another culture. In such instances, you need that culture's Mana to cast the spell. Additionally, Level Three and higher spells often require a combination of different Manas.

• Game Actions

There are numerous actions you may undertake each turn, from selecting and managing cities, to creating armies and attacking your enemies. The following is a summary of those actions. Specific details may be found in the corresponding sections.

Select a City
You may select a friendly City by double clicking on the city's image on the Main Game screen. You may also select the Capital City by clicking on the Capital Screen button in the Main Game screen. Single clicking a City displays its image in the Information Box; you may then click the Information Box image to access the city. Right-clicking a friendly City reveals data pertinent to the city.

Once a City is selected, you may manage the city's defenses (i.e. the units designated to guard the city), manage an army within the city, recruit units, or upgrade the city.
Upgrading a City increases the number of units that may be assigned to its City Defenses; the city's regeneration rate; the amount of land it transforms per turn; and the Armor bonus it gives its City Defense units.

A City regeneration rate is expressed as a percentage (such as 20%) and represents the percentage of healing applied to injured units within the city. For example, an injured Inquisitor (150 HP) resting in a City with a 10% regeneration rate would regain 15 HP per day.

By the same token, after selecting your Capital City, you may manage the city's defenses (i.e. the units designated to guard the city), manage an army within the city, recruit units, research spells, or build structures.

Usually, only your Cities nearest the enemy need stout defenses. You can peel units from your rear City Defenses, give them a leader, and move them to the front lines to battle your foes.

Select a Friendly Party
To select one of your parties, click on it. A circle will surround the party (as shown in Figure 19) indicating that it has been selected and the leader's portrait will appear in the information box. A party must be selected in order to receive orders and to perform actions.

Managing a Party

Once you have selected a party, you may display the Manage Party screen (as shown in Figure 20) by either clicking on the party leader's face in the information window, or clicking once more on the party in the Landview.

- The Leader Section is at the top right-hand side of the Manage Party screen and displays the leader's name, portrait, and scouting range. The scouting range is the distance measured in squares (or tiles) that the leader "sees" in the Landview. Below the leader's portrait is a window containing the leader's abilities and equipped items. A leader can not have more than two items equipped at the same time. Abilities are intrinsic to the leader or/and can be acquired through experience. Equipping a leader: To equip a leader with an item, select the item and drag it in the available equipment spaces highlighted in the Formation Section.

- The Formation Section is located on the left-hand side of the Manage Party screen. The sections shows the battle positions that the units and leader occupy. The positions are divided into two columns: the left column represents the back rank and the right column represents the front rank. At the right of the formation, there is a box containing the Name of the leader, Leadership, and Movement allowance of the party.

- Leadership: Represents the maximum units (not including the leader) the party may contain. Each unit occupies one space in the formation, except Giants, which occupy two.

- Movement allowance: Represents the movement allowance in squares (or tiles) of the leader. Each square of terrain cost a certain amount of move points to pass through. (See Move in Game Actions below). When the leader has used his or her entire movement allowance, then he or she may no longer move that turn. The number before the slash represents the current movement allowance, and the num ber after it is the total movement allowance. Each turn the movement allowance is replenished. Initiating combat costs 50% of leader's total movement allowance. If the leader doesn't have 50% of his movement allowance remaining, the combat will consume the rest of the leader's movement allowance.

- Reposition units: To reposition units within the battle formation, merely drag and drop them where you wish. It's a good idea to put the units with the most hit points, and those that may only attack adjacent targets, in the front rank. When a unit has been selected, the spaces to which the unit can move are highlighted.

- Dismiss Units: To dismiss a unit, click on the Dismiss Unit button. Click on the unit you want to dismiss, and a window will appear asking you to confirm your choice. Clicking on a non-valid spot will cancel the action.

Unit Statistics

In the Formation Section, right-click on a unit's portrait to view its statistics. Note that these statistics are identical to the statistics listed above in the Build Structure section. Frequently Scrolls, Staffs, Magic, or Artifacts modify these statistics. When modified, a

small + or Ò (followed by a number) will appear to the right of the statistic, indicating the amount of modification applied to the statistic.

Level: This is a general representation of the overall power of the unit. A unit can go up to Level Four and leaders up to Level Eight.
Experience Points: This represents the total experience points the unit has gained, and the experience points needed to advance to the next level.
Hit Points: The unit's current hit points and total hit points it can absorb before it dies.
Armor: The higher the armor, less damage the unit will receive. Armor is expressed as a percentage. In other words, 10% of armor will absorb 10% of an incoming blow.
Immunities: List the unit's immunities. For example, a unit with Air immunity would be invulnerable to air attacks.
Attack Name: The type of attack the unit employs. For instance, a Knight uses a sword, an Archer uses arrows.
Chances to Hit: This represents the percentage of the unit's attacks that will connect with its target(s).
Damage: The damage inflicted by each attack that connects.
Source: The source of the attacks (a.k.a. Mind, Weapon, etc.)
Initiative: A numerical representation of the unit's aggressiveness, agility, and intelligence. Units and leaders with higher Initiative move first in combat.
Reach: Some attacks assail anyone on the battlefield, others such as Sword -- merely slash adjacent units.
Targets: How many targets each attack affects.

Equipment Section
The items (magical or valuable) belonging to the leader are displayed under the Formation Section of the Manage Party screen. Use the arrows to scroll the menu if there are more than four items. Items in the equipment section are not active, nor do they do they provide any benefit. The leader must equip them to take advantage of the functions. There is no limit of items a leader can carry, but only two may be equipped at one time.

To equip an item, select and drag it onto one of the two highlighted squares. Leaders must have the ability to use the item before it may be equipped. For example, a leader without the special "Banner Bearer" ability may not equip Banners.

To use a potion in the Manage Party screen, drag and drop the item on the target. Again the unit must be eligible to receive the potion in order to use it.

Unit and Leaders Advancements
When a leader acquires enough experience points to level up, some of his statistics will automatically rise. In addition to these changes, the leader may chose a special ability (as shown below).

Only one pick per level is permitted. The unselected abilities remain in the list until picked. Not all of these abilities are offered to every leader whenever they level up. Each leader has his or her own list of level-dependant abilities. For instance, fighter-oriented leaders will have more combat associated abilities from which to choose than Archmages will have.

Artifact Lore: This ability allows the leader to use artifacts.
Toughness: This adds 20% more hit points to the leader.

Arcane Knowledge: Allows the leader to read magical tomes.
Natural Armor: The leader will absorb 20% of all the damage he suffers.
Weapon Master: All the units in the leader's party will gain 25% more experience per battle.
Pathfinding: Increases the leader's movement allowance by 25%
Regeneration: The leader will regenerate 15% of his hit points each day. This is in addition to other regenerative properties of the leader's Lord and the City in which he is located.
Staffs and Scrolls: Allows the leader to use Staffs and Scrolls.
Leadership: Allows the leader to add one more member to his party.
Banner Bearer: Allows the leader to use Banners, which may enhance specific party abilities.

Warrior Lord Upgrades

Weapon Master: Each unit in the leader's party will gain 25% more experience in battle
Natural Armor: The leader will absorb 20% of all the damage he suffers

Guildmaster Upgrades
Precision: Increases the leader's chance to hit by 20%.
Incorruptible: The leader cannot be corrupted by Thieves.

Mage Lord Upgrades
Keen-sighted: The leader will see further in the fog of war
Swift: Increases the leader's initiative by 50%

Note: *Each lord has 2 unique upgrades. The upgrades are common to all the leaders in the race.*

The structures that are built in the Capital City determine the path of non-leader unit advancement. For Example, building a Chapel upgrades a Fighter to a Witch-Hunter (when he has enough experience points) while building a Stable will upgrade the same Fighter to a Knight. Once you choose a building branch you can't construct buildings from another branch.

If a golden + sign appears in the top right of a unit's portrait in the Manage Party screen it means that the unit is eligible to upgrade, but the structure it needs to upgrade has not been constructed. Right-clicking on the unit's portrait will display among other things the name of the structure that needs to be built in order to upgrade the unit.

Moving a Selected Party
To move a selected party, click on its destination in the Landview. A series of flags will appear. Blue flags mark the path the party will take. The red flag marks the final destination. If the destination is further than the distance that a party can travel, gray flags mark the portion that the party will be able to move in the current turn. Once the path is set, click again on the destination to move the party. To enter a city, double-click the fluttering banner beside the city's front gate or double-click the front gate itself. If the party has sufficient movement points, it will proceed to the City and enter.

Terrain type determines how far your party can move per turn. Here are the different types of terrain and the affect they have on movement cost:

Plains: Moving on plains costs 2 move points per square.
Forest: Moving in a forest costs 4 move points per square.
Water: Moving on water cost 6 moves points per square.
Roads: Moving on roads cost 1 move point per square.

Water and forest does not affect leaders with the ability to fly. Units with the ability to fly will move at the same rate over water and forest as they move over plains. On the other hand, flying units receive no advantages for flying over roads.

Note that special abilities can offset these movement costs. For example, both Forestwalking and Seafaring reduce the movement costs of forest and water respectively.

Attack
To attack an opposing party, City or unlooted Ruin, double-click on it. The selected party will approach the target. If the target is further than your party can move in the current turn, your party will move towards the target until it's reached its moving limit. When the target is reached, your party will attack. If you defeat a City, a flag bearing your race's symbol appears. This indicates that the City has been conquered by your race and the City belongs to you.

You may determine if Ruins have been looted by right-clicking on the Ruins. Also note that once a Ruin has been looted, the Ruin's Main Game screen depiction changes to a collapsed castle tower versus the relatively intact tower depicting an unlooted Ruin.
Any reserves (i.e. City Defenses) within a City must be defeated in order to acquire the city. Frequently, this means you must battle a Moving Party resting within the City and then fight the City Defenses in order to capture a city.

Once you select a friendly party, the cursor will change into a sword whenever it passes over an eligible target of attack. This is useful for locating hard to find hostile parties. See Section Three: Combat and City Management for details on combat.

Thief's Actions
The Thief is a unique leader that relies on subterfuge instead of overt power. Thieves cannot level up, nor can they lead other units in their party. The Thief can, however, partake in several actions that are described below. The probability of success for each action varies according to the target. If the Thief succeeds, then the action is carried out; if the thief fails, execution is prompt.

Poison: The Thief may poison an enemy party, reducing the hit points of all the units in the party.
Counterfeit Orders: The Thief sends a false message to the enemy, changing the battle position of the enemy party. This may shuffle the enemy's lightly armored units to the front rank, and shove those that need to be adjacent to their targets into the back row. This is a very useful Tactic.
Spy: The Thief will infiltrate the enemy army, revealing information about the enemy's parties and cities. If successful, right clicking on enemy cites and parties will pop an information window on them. Note that the Thief even if initially successful may be subsequently caught. If that happens, you'll no longer be able to garner information on enemy Cities and parties. Thieves may also spy on Ruins.
Assassinate: The Thief will assassinate the weakest unit in the enemy party.

Duel: The Thief challenges the enemy party leader to a duel. The chance of initiating the Duel is 100%. In this special combat, which lasts until either the Thief or his target dies, only the two leaders battle. Both of them will be placed in the front rank.
Steal Item: The Thief will steal an item (or spell) owned by the enemy party or the targeted merchant.
Steal Gold: The thief will steal gold from the city treasury.
Steal Spell: The thief will steal spell knowledge owned by the enemy race.
Bribe: The thief offers gold for the allegiance of the city.

• Combat and City Management

Both combat and City management are key Disciples gold: Sacred Lands concepts. To win be it a Saga chapter or a stand-alone quest you must fight. On the other hand, to fight well, you must have the proper tools (i.e. units) for the job. To recruit the proper units, you need to manage your cities adroitly.

Combat
To confront an opposing party, City or unlooted Ruin, in combat, double-click on it. If the target is further than your party can move in the current turn, your party will move towards the target until it's reached its moving limit. When the target is reached, your party will attack. If you defeat a City party, a flag bearing your race's symbol appears. This indicates that the City has been conquered by your race and the City belongs to you.

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Once you select a friendly party, the cursor will change into a sword whenever it passes over an eligible target of attack. This is useful for locating hard to find hostile parties

City Management
To build effective parties you must manage your cities correctly. The following is a description of how to do so.

The Capital City
The Capital City is the heart of your empire. It is from here that you build the structures and research the spells that will decide your party's makeup and how they fight. You may access your Capital City by using any of the following methods: click on the Capital City button in the Main Game screen, double click on the image of your Capital City, or click on the image of the Capital City and then click on its image in the information window.

Erecting Buildings and Structures
Clicking on the Build Structure button takes you to the City Development screen (see below). From this screen, you may garner information on prospective builds and select which building to erect.

On the left side of the page are small windows containing various structures. The structures that are displayed depend on which of the major building class
buttons (at the bottom right-hand side of the page) are highlighted. Clicking on a structure opens its information in a window on the right-hand side of the page. The information includes a description of the building; the cost of constructing the building; the unit it produces (if applicable); how many of those specific units are in your army; the number that are waiting upgrades; the next higher unit to which the selected building path leads; and whether you may build the building.

• Unit Characteristics

Term/Description
Level: This is the level of the unit. The higher the level, the tougher the unit.
Chance to Hit: This represents the percentage of the unit's attacks that will connect with its target(s).
XP: This represents total experience points the unit has gained and the experience points needed to advance to the next level.
Damage: The damage inflicted by each attack that connects.
HP: This represents the unit's current hit points and total hit points.
Source: The source of the Attacks (Mind, Weapon -a.k.a.. Sword, Arrow- etc.)
Armor: A unit's armor reduces the amount of damage he or she suffers.
Initiative: A numerical representation of the unit's aggressiveness, agility, and intelligence. Units with higher Initiative move first during combat.
Immunities: This lists the unit's immunities. For example, a unit with Mind immunity is immune to all Mind based attacks.
Reach: Some attacks assail anyone on the battlefield, others such as a Sword merely slash adjacent units.
Attack Name: The type of attack the unit employs. For example, an Archer uses the Arrow, a Witchhunter, the Sword.
Targets: How many units each attack affects.

• Keyboard Shortcuts

Alt+F10: Screenshot
Alt+F4: Exit Disciples
Right-Click: Encyclopedia

From the Landview

F5: Switch Pallet Map Mode
C: Center on Selected Party
D: Center on selected party's destination
M: Move to selected party's destination
Q: Quicksave
Tab: Next Leader
Ctrl+left-click: Create a path to destination while avoiding battle
Esc: Clear the message in the chat box.

Notes:

Credits

Strategy First
Saint-Jérôme Studio
Designer
Danny Bélanger
Assistant Designer
Yanick Piché
Programming
Dominic Mathieu
Frédéric Ferland
Patrick Lavoie
Benoit Létourneau
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Artists
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Didier Bertrand
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Yanick Piché
Sébastien Thifault
2D Color Art
Patrick Lambert
Cinematics
Didier Bertrand
Music Composer
Sébastien Thifault
Sound Engineer
Sébastien Thifault

Strategy First
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Producer
Prokopios Sotos
Additional Design
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Lead Tester
Michel Chouinard
(Quality Assurance and additional work on scenarios)
Stéphane Brault
Paul Gadbois
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Stéphane Paquette
Adam Phillips
Emanuel Protopapas
Daniel White
Manual
Mark H. Walker
Marketing
Steve Milburn
Design and Packaging
Kenneth Green
Phillipe Brindamour
Voice-Over Producer
Paul Thibault
Voice-Over Sound Engineer
Stéphane Brault
Voice Talent
Lynn Stadham
Tamara Feintuch
Dael Foster
Adam Kelly

Voice Talent Continued
Doug McMahon
Robert Saigec-Taylor
Phillip Spurrel
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President
Don McFatridge
V.P. Business Development
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V.P. Product Development
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Elizabeth Kular

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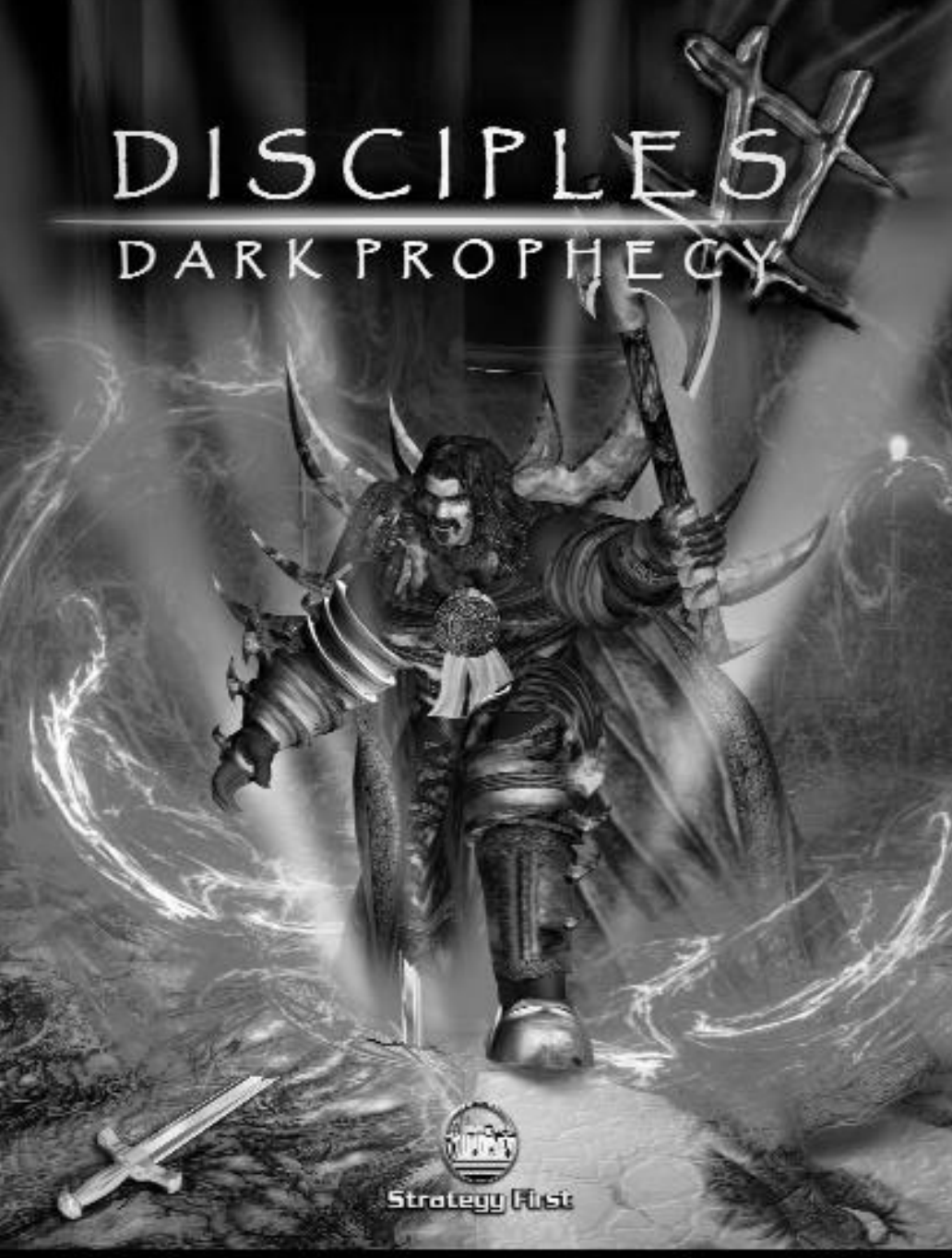

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